MISSION 3
DISARM THE FUSION CORE

The gene-seed and Varras were under the protection of Sergeant Octavian's Space Marines, but it seemed that the fates were conspiring against them. Octavian's auspex indicated that the lander's fusion core was going into overload, and if they could not disarm it quickly, they and their invaluable cargo would be destroyed in the blast. Gathering clouds of dust on the horizon told him that quicker, deadlier Tyranid organisms now knew they were here.

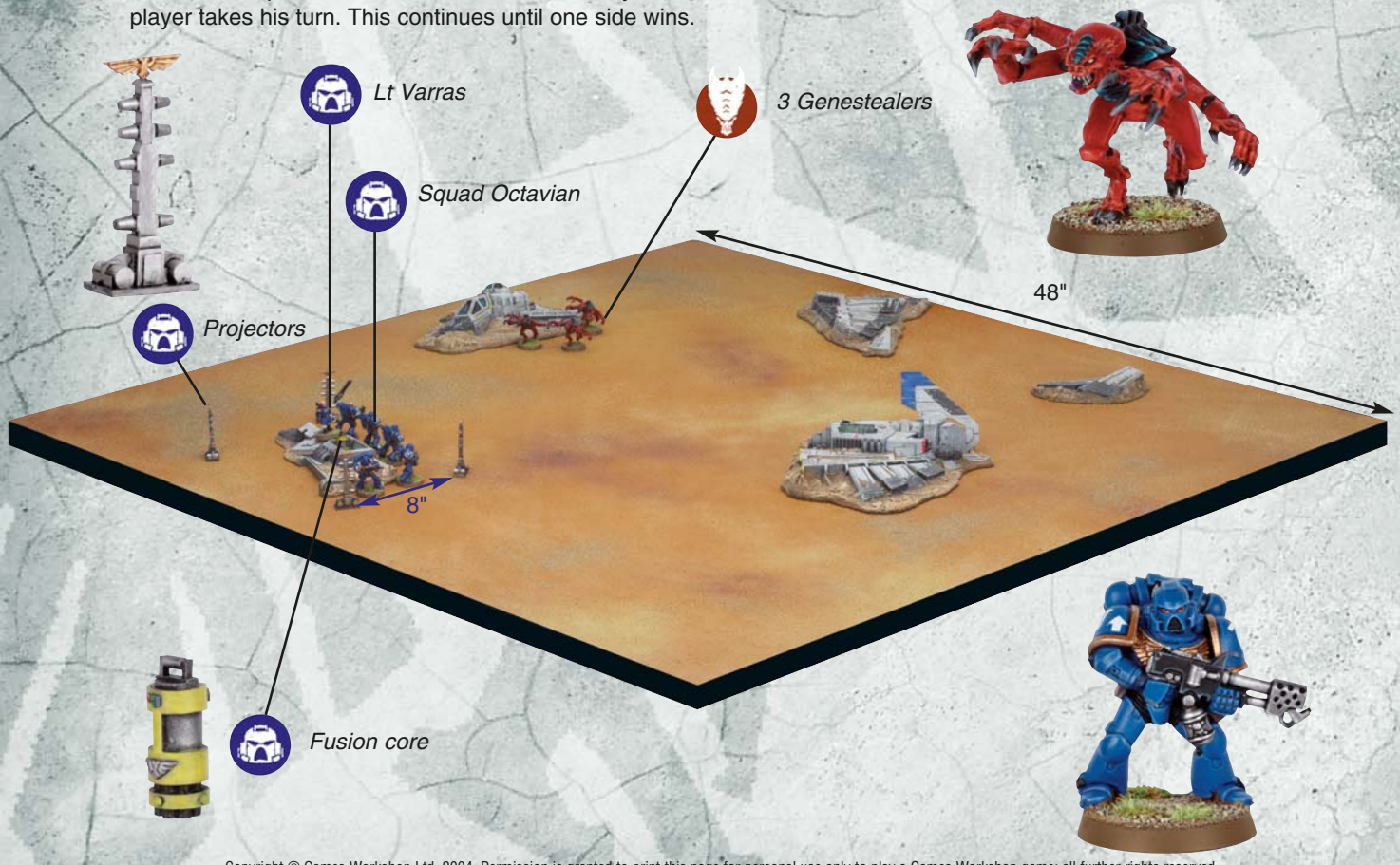
"Brother Septimus, erect the power field," growled Octavian, "Here is where we stand and fight."

SET-UP

Terrain as for Mission 1. Squad Octavian and Varras are set up touching the wreckage piece containing the removable fusion core. The four power field projectors are formed into a square around the wreckage, 8" along each side. Set up a unit of three Genestealers behind any other wreckage. The Ultramarines player gets the first turn and performs all his actions, then the Tyranids player takes his turn. This continues until one side wins.

OBJECTIVES

- Ultramarines Win: Kill 12 Genestealers and remove the fusion core.
- Tyranid Win: Move into contact with any enemy model.
- Draw: The fusion core explodes.



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ULTRAMARINES RULES

***Move**: The Ultramarines and Varras do not move.*

***Shoot:** The Ultramarines may shoot at one Genestealer unit per turn. When not moving, the Space Marines with boltguns may fire one shot at targets up to 24" away, or may rapid fire at targets within 12", firing twice rather than once. Roll a D6 for each shot, any result of 3+ hits the Genestealers. All shots that hit may wound the Genestealers. A subsequent roll of 4+ wounds and kills those targets. However, potentially wounded Genestealers that are touching wreckage may be able to duck behind cover and save themselves. Roll a D6 for each of these wounding hits and, on a roll of 5+, the shot bounces harmlessly off the wreckage instead.*

Both Octavian and Varras may fire twice up to 12" with their pistols. Octavian, being the better shot, has the same chances of hitting and wounding the Genestealers as the other Space Marines. Varras needs a roll of 4+ to hit his target, but still wounds on a D6 roll of 4+. When shooting with the flamer-armed Marine, roll a D6 for each Genestealer touched by the Template. On a 4+ they are killed – the broiling flames mean that even those hiding behind wreckage cannot save themselves.

***Disarming the Fusion Core:** On every Ultramarines' turn, Varras can try to disarm and remove the core by rolling a 5 or 6 on a D6. While attempting to remove the core he cannot shoot. If the core is not disarmed by the end of the sixth Ultramarines' turn, it detonates, ending the game.*

***The Power Field:** The power field allows the Space Marines to shoot out, but nothing can move between the projectors unless one of them is disabled.*

TYRANIDS RULES

***Move:** In the Tyranid player's turn, he can move any Genestealer unit up to 6" in any direction. Every model in a unit must remain within 2" of another model from the same unit. The Genestealers are much quicker and more agile than the Space Marines; if they move over wreckage, roll three D6 and take the highest number as their maximum move distance.*

***Assault:** If any Genestealer unit is within 6" of either a projector or an enemy model after their move, it may assault. This allows a second move that places them into base contact with their target. Each Genestealer in contact with a projector after movement rolls two D6 – a result of 6 disables the projector and removes the effect of the power field. A Genestealer moving into contact with an enemy model ends the game.*

At the end of the Tyranid player's turn, place any dead or unused Genestealers, as a new unit of at least two models, behind any piece of wreckage, more than 12" from any projector.